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FROG : The Fast & Realistic OpenGl Event Displayer

FROG is a generic framework dedicated to visualize events in a given geometry. \newline
It has been written in C++ and use OpenGL cross-platform libraries. It can be used to any particular physics experiment or detector design. The code is very light and very fast and can run on various Operating System. Moreover, FROG is self consistent and does not require installation of ROOT or Experiment software (e.g. CMSSW) libraries on user's computer.\newline
The slides will describe the principle of the algorithm and its many functionalities such as : 3D and 2D visualization, graphical user interface, mouse interface, configuration files, production of pictures in various format, integration of personal objects... Finally the application of FROG for physic experiment, such as CMS experiment, will be described.

http://projects.hepforge.org/frog/
https://twiki.cern.ch/twiki/bin/view/CMS/FROG

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